INSTRUCTION MANUAL

SPY HUNTER®

TEEN
T
CONTENT RATED BY ESRB

MIDWAY®

WARNING

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not licensed for this game may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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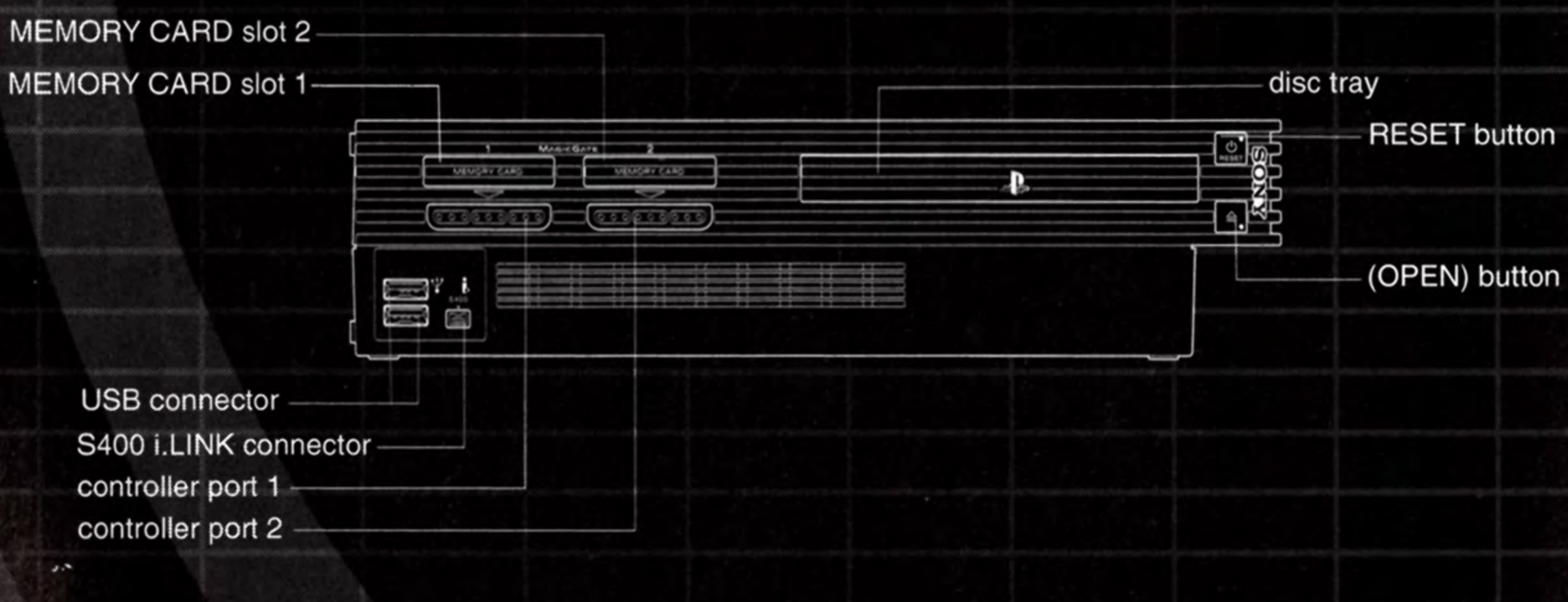
NOTE: This Instruction Manual is a condensed version. The full version of the SpyHunter® Instruction Manual may be viewed and downloaded by going to www.spymanual.midway.com.

GETTING STARTED

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button.

When the power indicator lights up, press the open button and the disc tray will open. Place the (SPYHUNTER®) disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



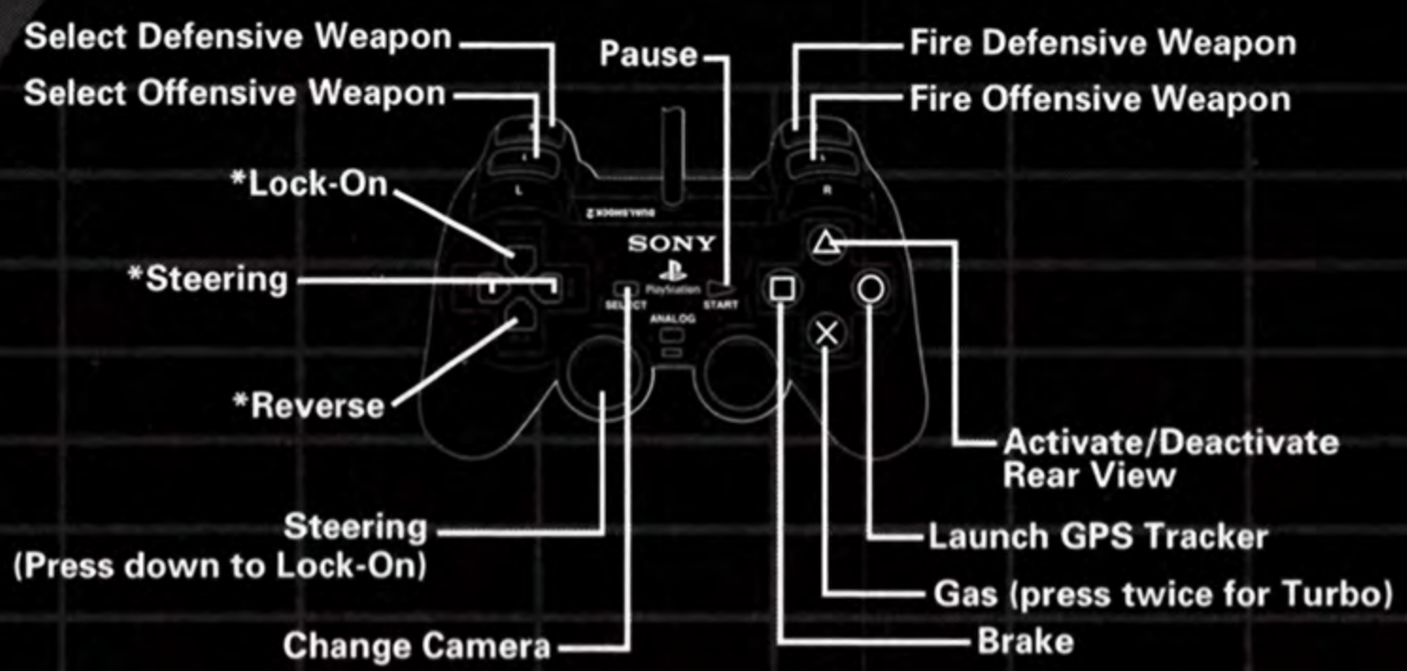
DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS

Take a moment to familiarize yourself with the button layout of your DUALSHOCK™2 analog controller. These buttons will be referred to throughout this Instruction Manual. Please see the following pages for the default game controls as well as how to navigate through the game's menus.

CONTROLS

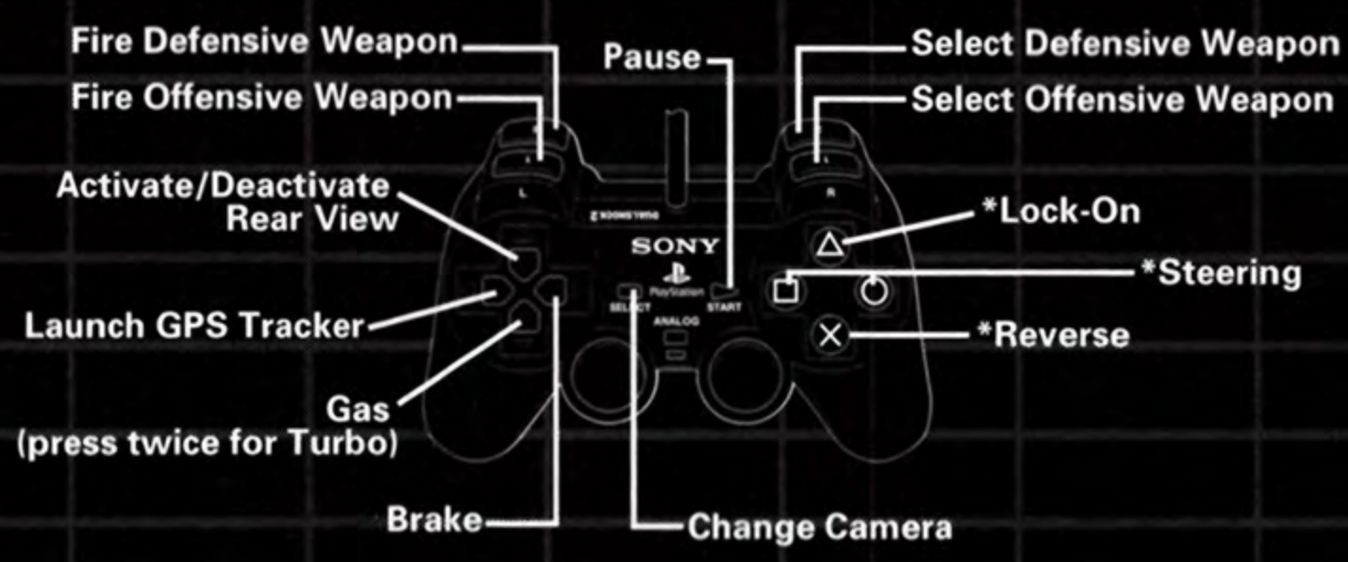
SPYHUNTER® allows you to choose between three different controller configurations. You may do so by accessing the System Options Menu via the Main Menu.

STANDARD CONTROLLER CONFIGURATION



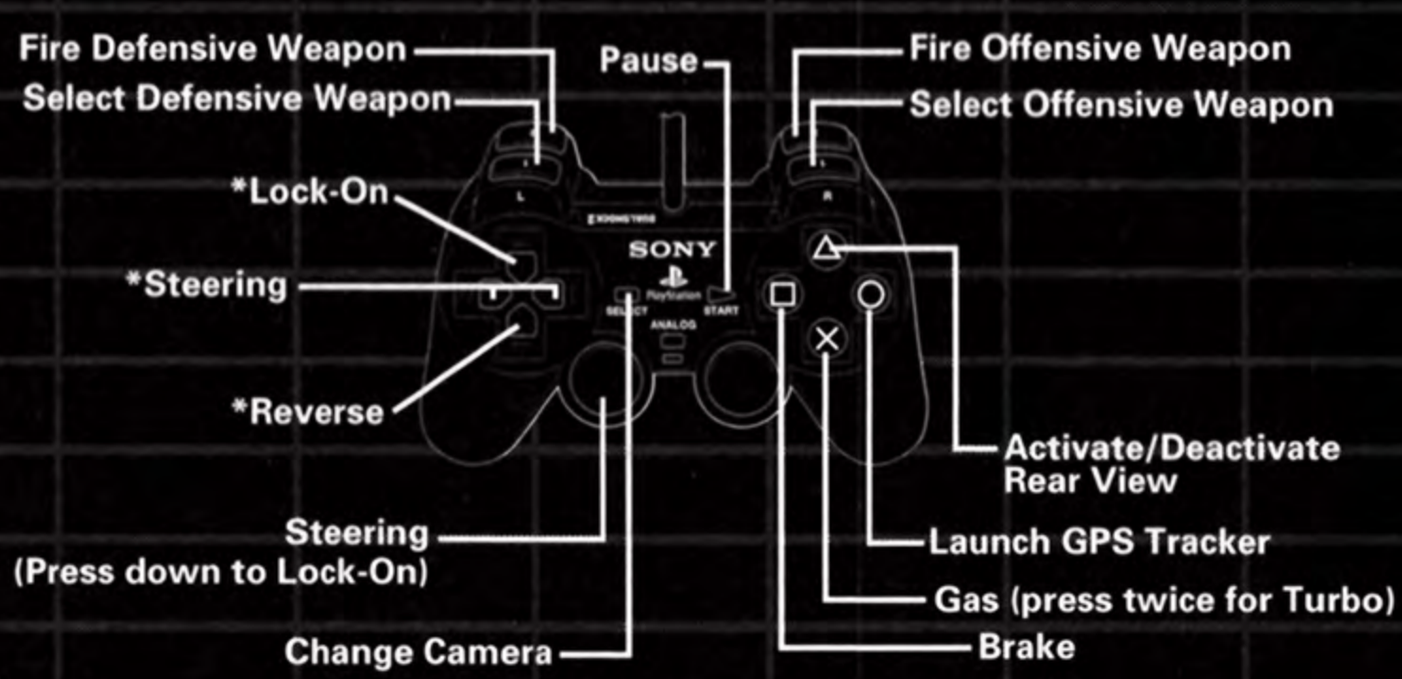
*Active when Analog mode button is OFF

REVERSED CONTROLLER CONFIGURATION



*Active when Analog mode button is OFF

FLIPPED CONTROLLER CONFIGURATION



*Active when Analog mode button is OFF

MENU NAVIGATION

SPYHUNTER® contains a number of menus. To navigate through a menu, highlight your selection using the directional buttons. To access a sub-menu and continue to the next screen, press the ⊗ button. To go back to the previous screen, press the △ button.

PROFILE MENU

At the game's Title Screen, press the START button to access the game's Profile Menu.

STARTING A NEW PROFILE

You are able to create and save up to three player profiles. When you are playing for the first time, you will have to create a profile. Highlight a blank profile and press the ⊗ button. Next, you will enter your profile name. Your profile name can be up to seven characters in length. To enter your name, highlight the character you want to use and press the ⊗ button. When you are finished entering your profile name, highlight DONE and press the ⊗ button. If you wish to delete a profile, highlight the profile to be deleted and press the ▣ button.

CONTINUING A GAME

This game contains an Autosave feature. This will automatically save your game progress, provided you have a memory card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1. When you continue a game, highlight your saved profile from the Profile Menu and press the ⊗ button.

After you have pressed the ⊗ button, you will access the game's Main Menu.

MAIN MENU

OPERATIONS

The Operations Menu contains your mission data. This menu will show you what missions you currently have unlocked and will give you a brief description of that particular mission's objectives. When you are ready to accept a mission, press the ⊗ button.

TWO-PLAYER

Two players can compete against each other in three mini-games. Check out Page 9 for a list of the three games and their descriptions.

SYSTEM OPTIONS

This is the Options Menu portion of the game. You can adjust sound levels, enter cheats, watch videos and listen to the game's soundtrack. Some video and audio items must be unlocked before you can view or listen to them. See the next page for more information.

DOSSIER

Your mission dossier gives you the status of your current and past missions. Here you can check your level objectives (how many you've accomplished or need to) as well as your best mission time.

GAME OPTIONS

At the Main Menu, highlight SYSTEM OPTIONS and press the ⊗ button to access the System Options Menu.

SETTINGS

The Settings Menu allows you to adjust some of the features you'll experience while you play the game. To adjust a setting, highlight the setting and press Left or Right on the directional buttons. To activate your new settings, press the ⊗ button. To cancel your settings and return to the System Options Menu, press the △ button.

SOUND - This controls the sound output of the game. Choose from Stereo, Surround, Headphones or Mono

FX VOLUME - This controls the volume of the game's sound effects.

MUSIC VOLUME - This setting controls the volume of the game's background music.

VOICE VOLUME - This setting will control the volume of the Interceptor's voice, Leonie.

VIBRATION - This setting determines whether you would like your controller's Vibration Function ON or OFF.

CONTROLLER

The controller setting allows you to change the configuration of your controllers. There are three controller settings you can select from. Each setting will be displayed on the screen. Each configuration is listed on Page 5 for easy reference.

EXTRAS

This sub-menu doesn't allow you to change any settings or options. Instead, this is where you can view unlocked Music and Movies as well as activate any Cheats you have.

PLAYING THE GAME

STARTING A MISSION

At the Main Menu, highlight OPERATIONS and press the ⊗ button to access the Mission Select Menu. Press Up or Down on the left analog stick or directional buttons to view the unlocked missions. When you are ready to accept a mission, press the ⊗ button. Mission data will be displayed showing you the objectives you must accomplish to complete the mission as well as data on your vehicle's weaponry and enemy vehicles.

PLAYING THE GAME

MISSION OBJECTIVES

Before beginning a mission, you will be presented with that mission's objectives. There are two types of mission objectives, Primary and Secondary, that you must follow and complete in order to access further missions. When you complete a set number of objectives during your missions, other missions will be unlocked. Although you are able to unlock other missions by completing objectives, you MUST complete a mission's Primary Objectives in order to begin your next mission. In other words, even if you unlock a new mission, you won't be able to perform that mission if any previous mission's Primary Objectives are not accomplished first.

USING WEAPONS

The G-6155 Interceptor is equipped with the latest in high-tech weaponry, both offensive and defensive. As your missions continue, your vehicle will be upgraded with the latest in IES weapons technology. These upgrades are available for both offensive and defensive weaponry.

If you are being followed by NOSTRA agents, use the Interceptor's defensive weapons. These weapons include an Oil Slick, Smoke Screen and Flamethrower. Proper use of defensive weapons is vital for any agent if they are to complete their missions successfully.

The Interceptor is also fully equipped with a powerful arsenal of offensive weapons. Your stock machine guns will upgrade to become even more deadly. New IES technology allows for precise deployment of missiles as well as EMP (electromagnetic pulse) blasts. Perhaps the most significant improvement in offensive weapons is the Rail Gun. The Rail Gun is the pinnacle of IES weapons technology and is the most powerful weapon yet to date.

G-6155 INTERCEPTOR

The G-6155 Interceptor is a prototype of the most advanced counterintelligence vehicle ever developed. It incorporates the latest high-tech systems and includes many experimental weapons and features. The most significant advancement it possesses is the ability to transform itself into a number of alternative forms quickly and without stopping, allowing it to operate on both land and water. It also includes a state-of-the-art computer system that controls or semi-automates many of its capabilities.

INTERCEPTOR MORPHING

The G-6155 Interceptor has the remarkable ability to transform itself from a land-based vehicle to a water vehicle depending on the current terrain. This incredible feature is what makes the Interceptor so dangerous to NOSTRA. New IES technology allows for the Interceptor, if damaged badly, to jettison its outer frame and become a small (but just as deadly) one-man vehicle. Being lighter and faster than the Interceptor, this vehicle unfortunately doesn't allow for the Interceptor's full arsenal of weapons, but it still is heavily armed and a force to be reckoned with.

PLAYING THE GAME

SATCOMS

Throughout some missions, you will be required to find and activate IES tracking units called SATCOMs. These global-tracking units allow for IES forces to monitor your activity and provide necessary replenishments via a Weapons Van or Weapons Boat per mission.

WEAPONS VAN / WEAPONS BOAT

Located in every mission you will find a weapons vehicle. These are either in the form of a van or boat. When a weapons vehicle is in close proximity to the Interceptor, you will be notified. Find the van or boat and proceed towards the rear of the vehicle. When you are within range of the vehicle, you will be automatically taken aboard it. After a brief period, your Interceptor will emerge, fully armed (weapons replenished), fully repaired (full health) and the Interceptor's turbo chargers will be full as well.

GPS TRACKERS

The Interceptor is equipped with GPS (Global Positioning System) Tracker units. These units when deployed, will attach themselves to any vehicle which IES wants to track. These vehicles usually are cargo trucks or ships. When approaching one of these vehicles, simply fire a GPS Tracker towards it. Only a direct hit will activate the tracking unit. Do not, under any circumstances, destroy the targeted vehicle. This will result in mission failure and could have disastrous consequences.

TWO-PLAYER GAMES

SPYHUNTER's Two-Player game mode allows two players to compete against each other in three unique mini-games. Each mini-game will end when a player reaches the end of the level. Be sure to check out the loading screen before you begin to play. This screen will tell you what you need to do in order to win the game.

During your game, each player can use their Interceptor's arsenal of weapons to slow down or annihilate their opponent. Kills are kept track of, but these points will not declare you a winner at the end of the race. All Two-Player games will be played on one of the mission locations. Please note that your Interceptor will only be equipped with weapons that are available in those locations.

SPY2 HEAD TO HEAD

The object of this game is to reach the finish line first. Use whatever weapons you can to leave your opponent in the dust.

GLOBE TROTTER

It's not the fastest player who wins, it's whomever can collect the most SATCOMs during the game.

CHICKEN HUNTER

Why did the chicken cross the road? To give you points, that's why. Eliminate as many chickens as you can to earn the most kill points and win the game.

WARRANTY

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

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COMING IN 2001

TEEN T
CONTENT RATED BY ESRB
Mild Violence

The Ultimate Battle on Snow!

MIDWAY

PlayStation.2

ARCTIC THUNDER

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